DANIELE SICHETTI

TECHNICAL GAME DESIGNER

Contact

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Work Experience

FULL STACK DEVELOPER
🕐 Oct 2013 – Current

Created web applications and documentation to improve internal processes of communicating data with the Italian public amministrations

WEB DEVELOPER
🕐 Oct 2008 – Sept 2013

Maintenance of existing web applications, development of new ones

Spoken Languages

Italian (Native Proficiency)
English (Work Proficiency)
German (A1 Level)

Programming Languages

Hobbies & Interests

Martial Arts - prev. competitive level
OCR Races, Snowboarding
Playing guitar and sing
I LOVE PUBS

ABOUT

Game Designer with **two years** of academic education and **experience** and **eleven years** of working in the **Software Development** field. I'm a **curious** being always seeking for inspiring people and experiences to expand my field of knowledge and **live an inspiring life**.

Projects

THE LOST TREASURE - Unreal Engine 4 — Oct - Nov 2021
Project Manager, Game Designer, Blueprint, team of 5

- **Designed, Scripted and Tuned** game mechanics through BP System
- **Managed project workflow**, **maintaining high vision** across the various disciplines
- Worked on each aspect of the **polish phase**: UI, bug fixing, optimization

PROJECT M.05.E.S - Unreal Engine 4 — May - Aug 2021
Project Manager, Game Designer, Blueprint, team of 5

- **Designed, Scripted and Tuned** game mechanics through BP System
- **Managed project workflow**, **maintaining high vision** across the various disciplines
- Worked on each aspect of the **polish phase**: UI, bug fixing, optimization

WITCHERY - Board Game — Jan - June 2021
Game Designer, Graphic Designer, team of 4

- **Analyzed** board games market and **brainstormed** game concepts with the team
- **Developed** digital prototype, programmed logic to setup the game in lua
- **Redesigned** and **reiterated mechanics** according to playtests' feedbacks

Education

AIV - ITALIAN ACADEMY OF VIDEO GAMES
Game & Level Design | 2020 - Current

IT HIGH SCHOOL DIPLOMA
ITIS Luigi di Savoia | 2003 — 2008

Skills

Hard

Game Design	Level Design
Graphic Design	Documentation
Prototyping	Scripting

Soft

Adaptability	Fast Learning
Team Work	Problem Solving
Communication	Listening